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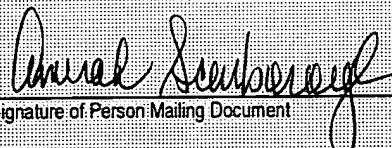
METHOD FOR IMPROVING USAGE OF A GRAPHIC USER INTERFACE POINTING DEVICE

ABSTRACT OF THE DISCLOSURE

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A two part method for improving the usage of a pointing device by a physically impaired user is disclosed. A first method is provided for learning how a user moves the pointing device by acquiring motion data for a user and generating motion vectors corresponding to when the user moves from source point icons to destination point icons. A second method of combining the learned user motion data with an application program where the user navigates the pointing device to select program icons on a graphical user interface (GUI) screen is provided. The method determines when the actual motion vector is similar to a previously acquired motion vector with a similar source point. The method predicts a destination point icon and highlights and locks the prediction icon until the user either actuates the ~~icon or~~ generates motion vectors that indicate that another destination point icon is the more likely destination.

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